

Online Visual Learning

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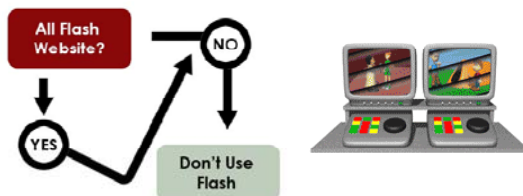
Content Overview

1. Why are online visuals important?
2. Thinking about diverse learners.
3. Advantages of visual learning lots of resources on web, easy to create own.
4. Challenges of visual (e.g., I can't).



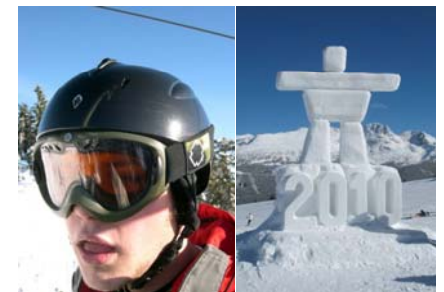
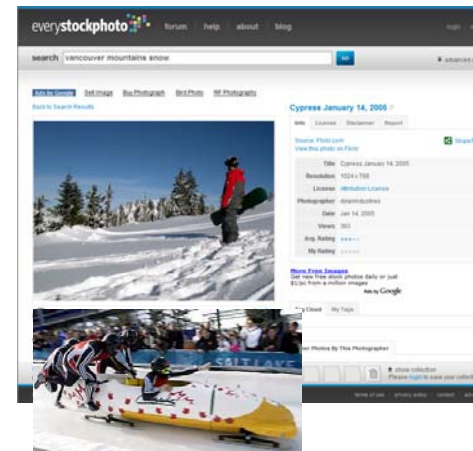
Content Overview

5. Types of visual learning options available: animations, simulations, figures, pictures, diagrams, flowcharts, organizers, illustrations, system overviews, videos, etc.

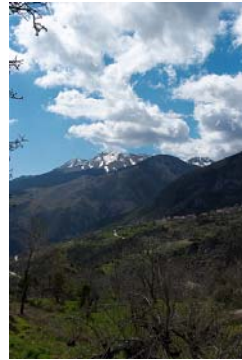
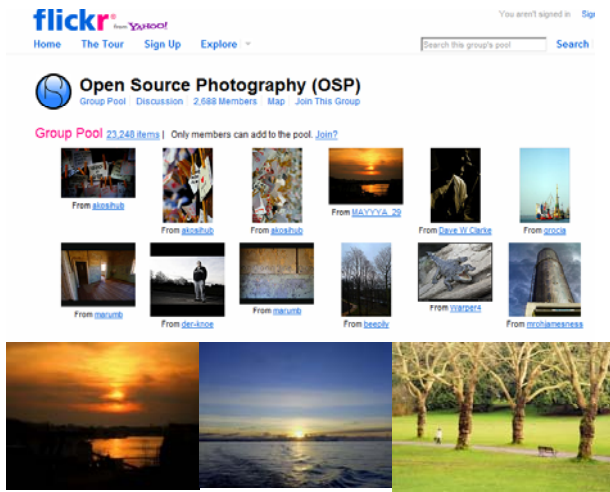


Everystockphoto.com

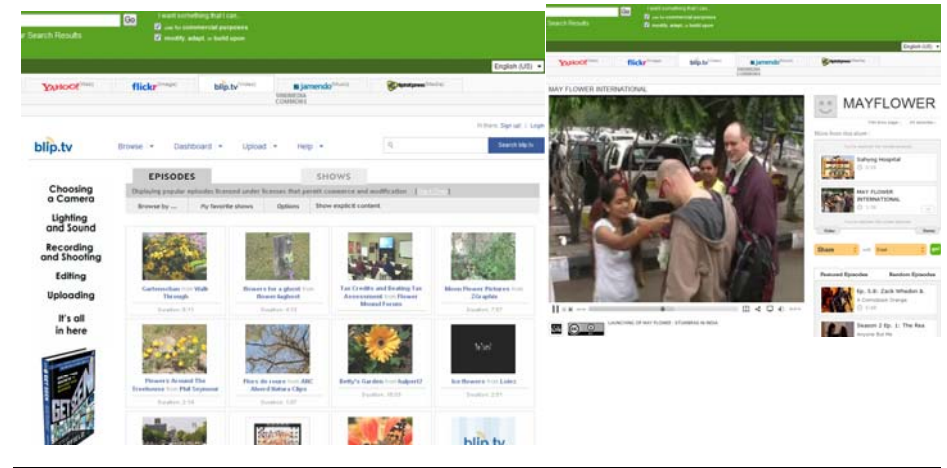
(courses on the Winter Olympics, photography, motivation, geography, Canadian culture, meteorology, physics, etc.)



Flickr Open Source Photography

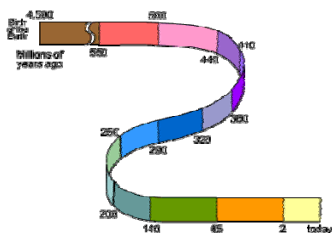


Blip.tv videos in Creative Commons



Content Overview

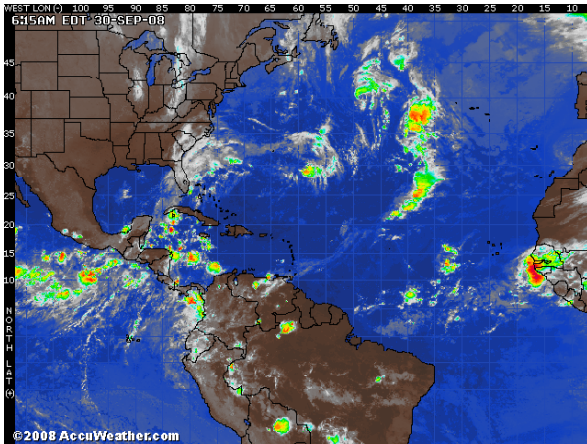
6. Web technologies for visualization:
concept mapping tools, timeline
tools, flash animations, taxonomies.



Animations Abound Online!



Animations Abound Online!



Content Overview

7. Visual activities: virtual tours, virtual field trips, demonstrations, visual Web resource safaris and explorations, video cases, video blogs, adventure learning, Google map mash-ups, interactive news, videostreamed conferences.



Content Overview

8. Considerations on embedding visual activities: student bandwidth, student familiarity, cost, storage space required, risk/exposure for sensitive materials.



Content Overview

9. Become aware of some of the visual resources online (Visual Thesaurus, Periodic Table of Videos, Periodic Table of Visualization, Bubbl.us, Mindomo).



Examples of Online Visuals

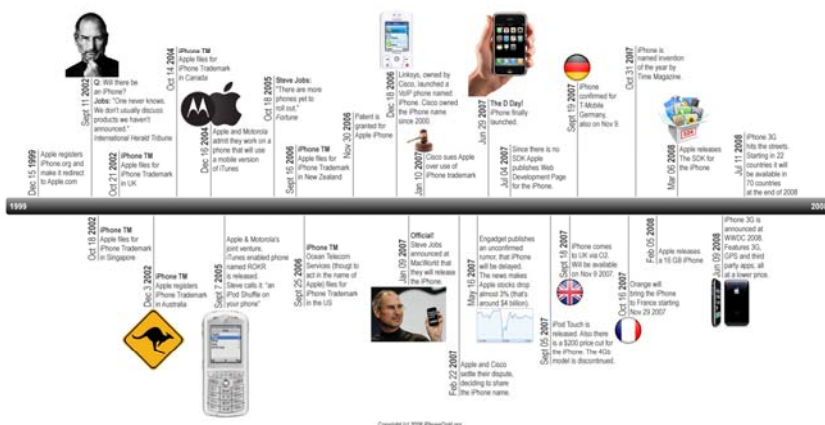
1. Concept mapping.
2. Virtual timelines and tours.
3. Simulations and flash animations.
4. Virtual Archeology.
5. Virtual Autopsy.



Concept Mapping Tools (VUE, Bubbl.us, Cmap, Freemind, Gliffy, Mindmeister, or Mindomo)



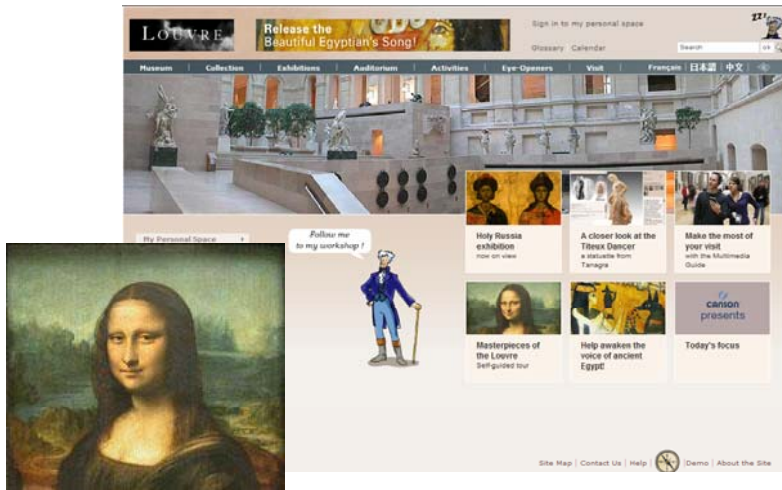
Timeline Tools (e.g., SMILILE from MIT, Learning Tools from UBC)



Online Timelines (e.g., US Presidents)



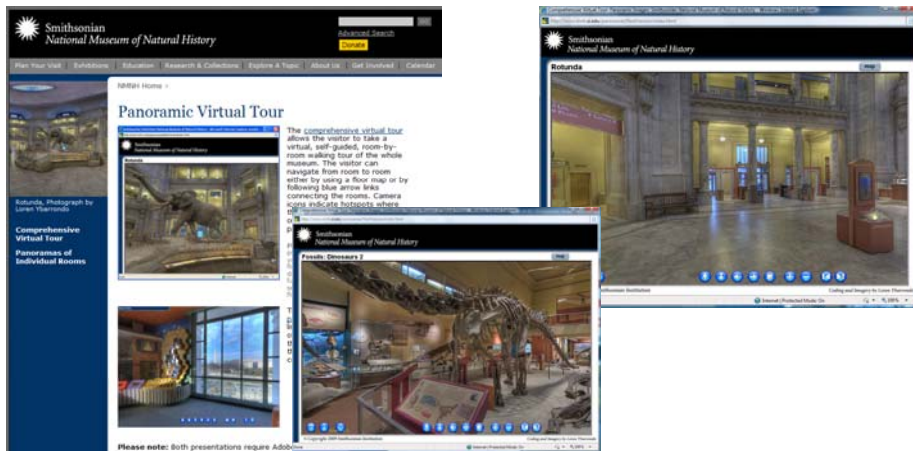
Tour a Museum (e.g., the Louvre)



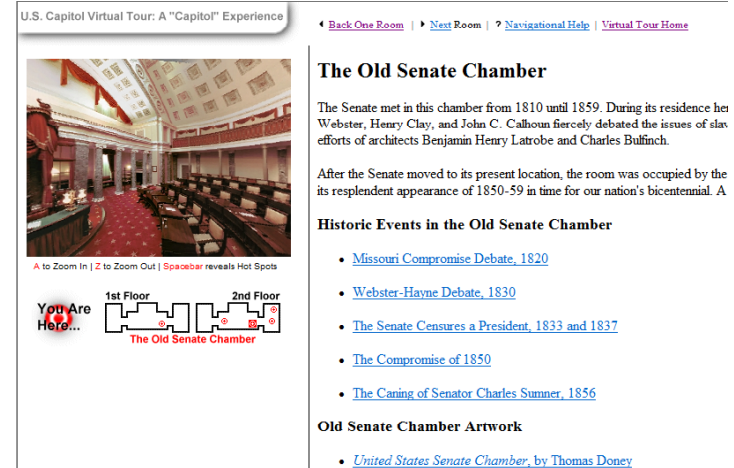
Tour a Museum (e.g., the British Museum)



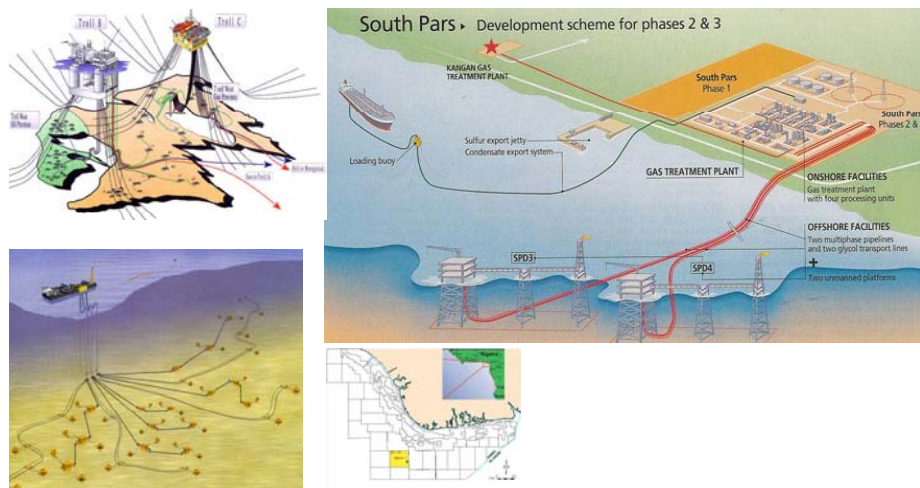
Tour a Museum (e.g., the Smithsonian Museum of Natural History)



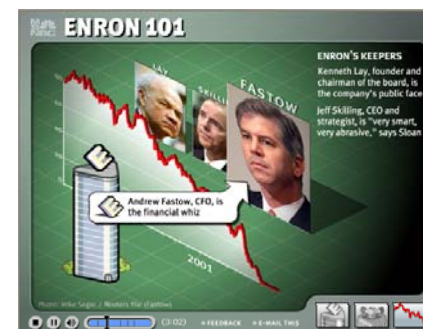
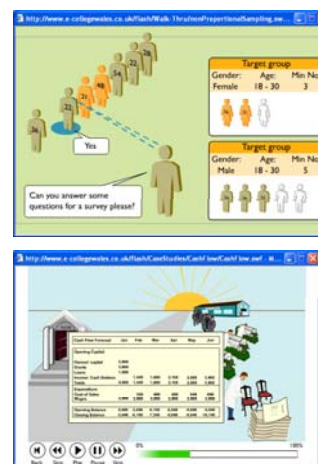
Tour the U.S. Capitol



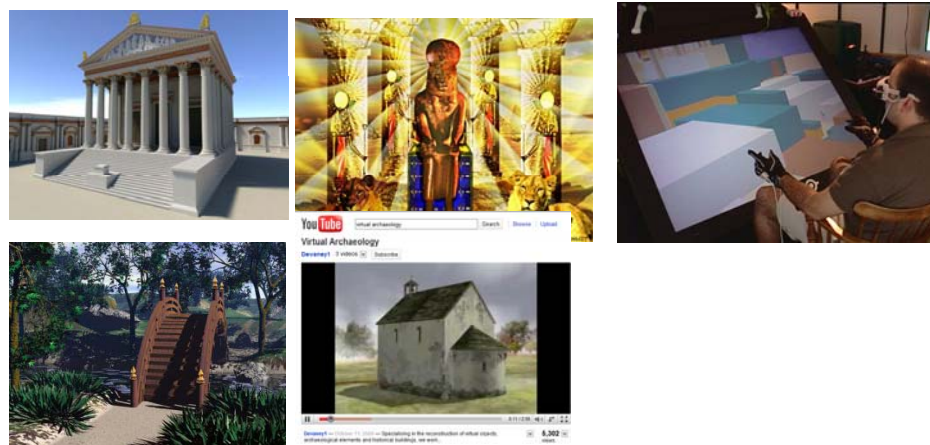
Tour an Oil Drilling Site



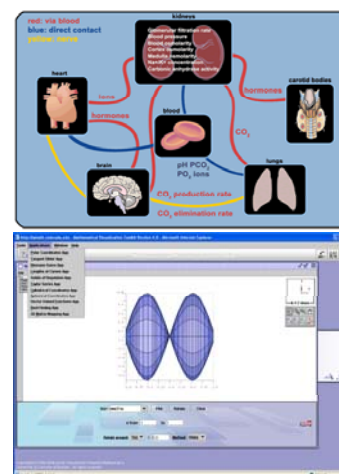
Flash Animations



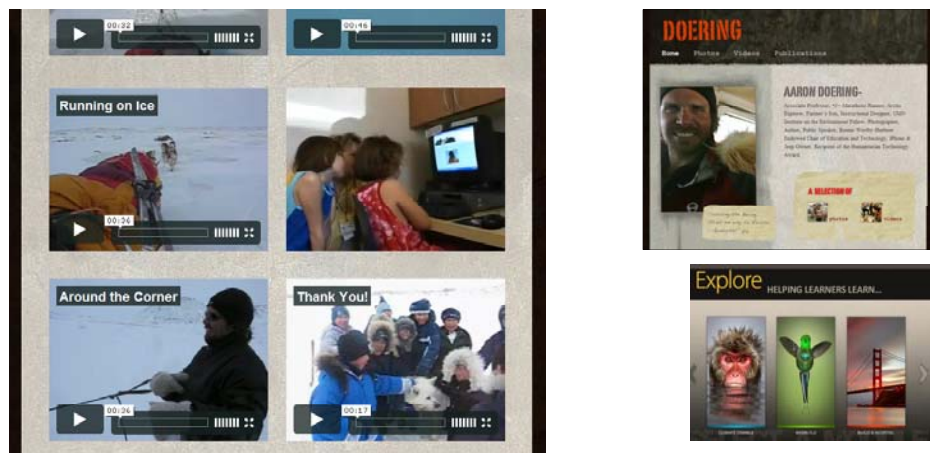
Virtual Archaeology (e.g., ARCHAVE from Brown Univeristy)



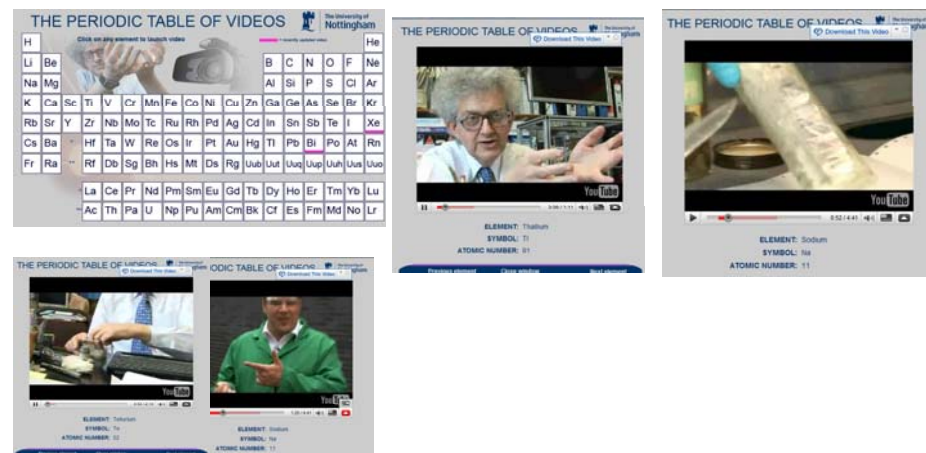
Online Laboratory Software



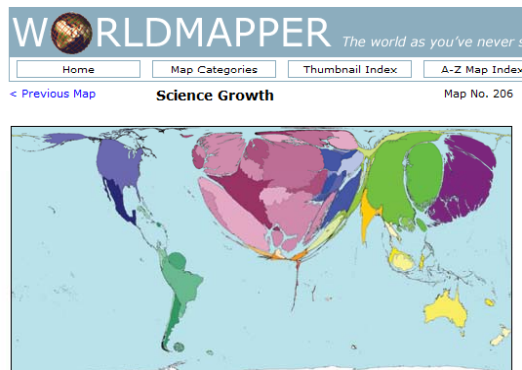
Adventure Learning



Videos of the Periodic Table



World Trends and Indices (e.g. Worldmapper)

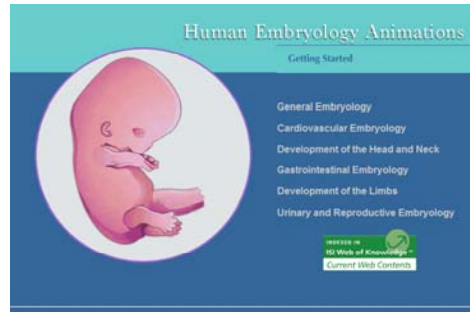
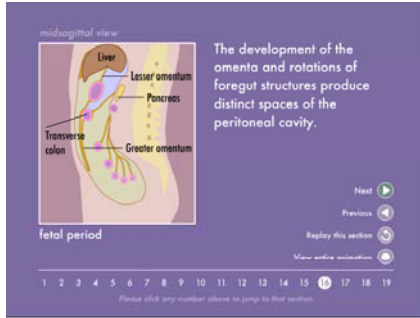


Medical Animations and Videos

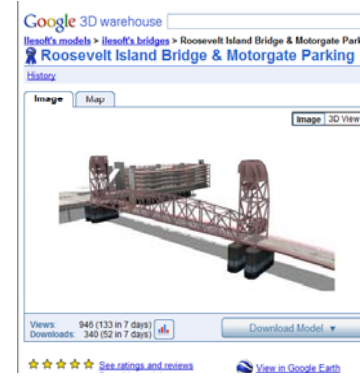


Human Embryology Animations

(Valerie O'Loughlin, Indiana University)



Google SketchUp



Advice and Guidelines

1. Must consider when visual learning works and when it might not.
 - a. When Internet speed is low
 - b. Visual tool or resource is taken down
 - c. Visually disabled learners.



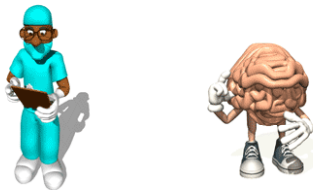
Advice and Guidelines

2. Test it with a few learners. Do usability testing. See if students can navigate through it without problem.
3. Get reactions and recommendations from students as well as others.



Advice and Guidelines

3. Constantly review these resources and update them as technologies and resources become available.
4. Include reflection activities on their use.



Advice and Guidelines

5. Consider having students create visual materials for the course in an end of semester competition.
6. Talk to your teaching and learning resource center about support materials that are visual in nature.



Advice and Guidelines

7. Talk to your teaching and learning about best practices.
8. Present any visual resources you have developed to others or at conferences for both internal and external feedback.



Advice and Guidelines

8. Take training courses in using visual technologies like Camtasia, Camstudio, Animoto, Mindmeister.
9. Conduct an internal audit on the visual components of your courses.



Advice and Guidelines

10. Poll your students on their learning preferences. Do they want more visual resources embedded in the class? If so, what types?



Are you a visual learner? What about your students?



For More Information, Contact:

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